

Name: \_\_\_\_\_



Requirements	Passed
1. Have passed the Swimming Scoutcraft Badge or complete all the requirements for it.	
2. Pass or have passed the requirements of the Sailing Scoutcraft Badge.	
3. Explain the major points of the Racing Rules of Sailing, including start procedure, "Port and Starboard", "windward leeward" and water round a mark	
4. Explain how to use the Beaufort Wind Scale for determining safe boating.	
5. Identify and discuss the different types of sails as used on sailing craft e.g. mainsail, spinnaker, genoa, and jib.	
6. Name the parts of the standing and running rigging.	
7. Explain how you would get underway after running aground	
8. Demonstrate the following splices: Eye Splice, Back Splice.	
9. Demonstrate the following: a) Sailing single handed, Rescue a conscious crew from the water. b) With your crew, rescue an unconscious person from the water.	
10. Take the helm and carry out the following: a) Come alongside, moor and get underway from a buoy and from a jetty. b) Make and shorten sail. c) Steer a compass course of around at least 6 marks requiring all points of sail. d) Whilst afloat, rig a jury sea anchor from items in the boat and demonstrate its use. e) Sail a figure of eight course between two markers without the use of a rudder. f) Sail without Centreboard/Dagger board. g) Sail on Jib alone.	
11. In addition to the requirements of the Scoutcraft Badge, log at least 10 hours of sailing in various conditions over a period of 3 months as helmsman. This log is to be certified by your Troop Scouter.  <b>OR</b> Compete as helmsman in three series of races under SAS rules. The log for these races to be signed by the Bridge Crew.	

